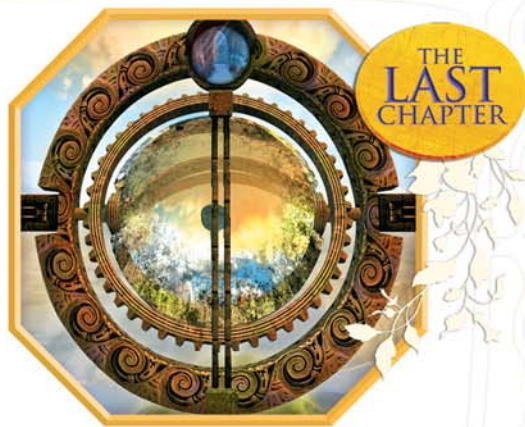


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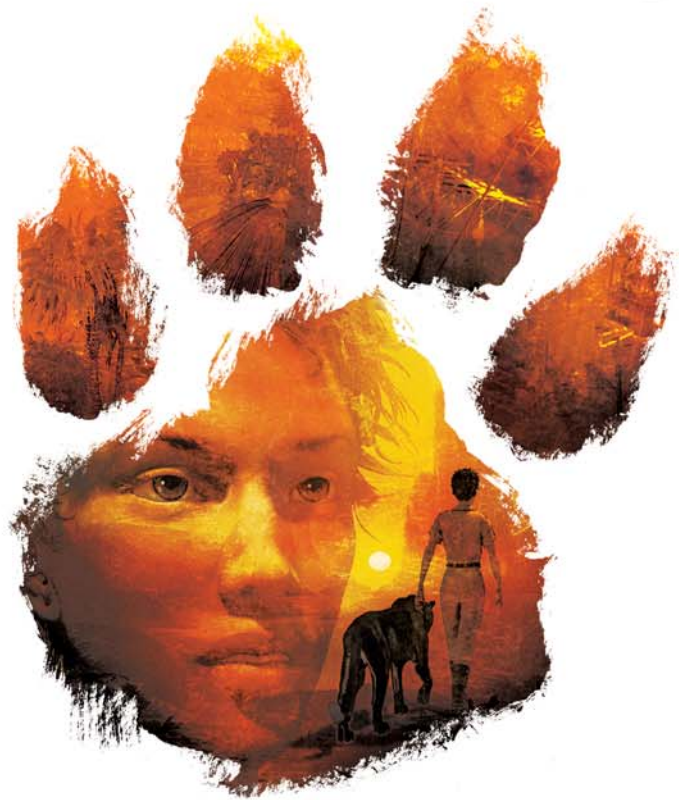


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Phone: 919-460-9778

Hours: 9am–9pm (EST), M–F

Address: Ubisoft Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

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Before contacting Ubisoft's Technical Support Department, please first read through this manual and the README file (on the game CD). Also browse through our FAQ listings or search our support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Also please make sure that your computer meets the minimum system requirements, as our support representatives will be unable to assist customers whose computers do not meet these criteria.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Complete product title (including version number).
- Exact error message reported (if applicable) and a brief description of the problem you're encountering.
- Processor speed and manufacturer.
- Amount of RAM.
- Operating system.
- Video card that you are using and amount of RAM it has.
- Maker and speed of your CD-ROM or DVD-ROM drive.
- Type of sound card you are using.

Support Over the Internet: This is the best way to find answers to common issues seen with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems:

<http://support.ubi.com>.

Contact Us by Webmail: Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website, we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail simply log into our site at <http://support.ubi.com>.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone: You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec, we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

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Return Policy: Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

TABLE OF CONTENTS

GETTING STARTED

System Requirements	2
Installation	3

INTRODUCTION

Letter from B. Sokal	4
About Maurania	4
Useful Information	5

CHARACTERS

Ann Smith	5
King Rodon	6
The Leopard	6

ADVENTURING IN PARADISE

Controls	6
Main Menu	7
Options Menu	7
Moving	8
Interaction	8
Dialogue System	9
Leopard Controls	9
Inventory	10
In-Game Menu	11

WARRANTY	inside front cover
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TECHNICAL SUPPORT	inside back cover
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GETTING STARTED

System Requirements

Supported OS: Windows® 2000/XP (only)

Processor: Pentium® IV or AMD Athlon™ 1.5 GHz equivalent or higher

RAM: 512 MB

Video Card: 64 MB DirectX® 9.0c-compliant video card supporting 32-bit color (see supported list*)

Sound Card: DirectX 9.0c-compliant sound card

DirectX Version: DirectX 9.0c (included on disc)

CD-ROM: 4x or faster CD- or DVD-ROM drive

Hard Drive Space: 2.5 GB free

Peripherals Supported: Windows-compatible mouse and keyboard

*Supported Video Cards at Time of Release

ATI® Radeon® 8500/9000/X series

NVIDIA® GeForce™ 3/4/FX/6/7800GT series

(GeForce 4 MX NOT supported)

Laptop versions of these cards may work but are NOT supported.

In addition, your monitor and chipset must be able to display 800x600 32-bit or higher.

These chipsets are the only ones that will run this game. Additional chipsets may be supported after release. For an up-to-date list of supported chipsets, video cards, and operating systems, please visit the FAQ for this game on our support website at: <http://support.ubi.com>.

NOTICE: This game contains technology intended to prevent copying that may conflict with some disc and virtual drives.

Installation

Installing Paradise™

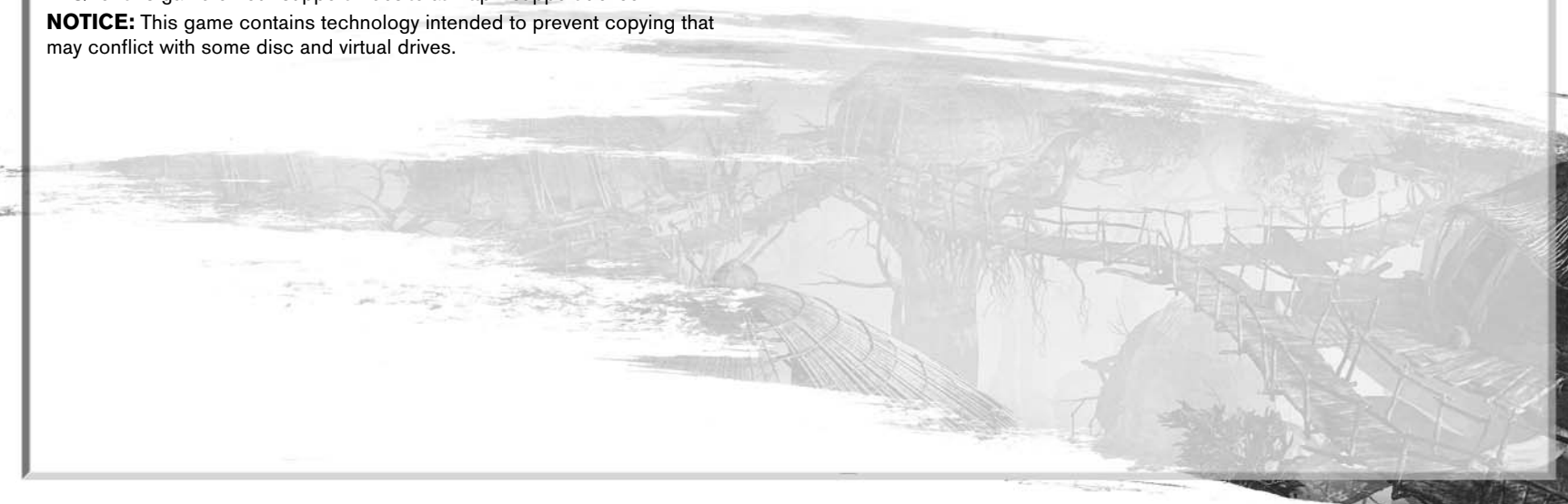
1. Insert Paradise CD1 into your CD- or DVD-ROM drive and click on Install from the Autorun menu; or
2. Double-click My Computer, then the Paradise CD and click on Install at the startup screen. Follow the on-screen instructions.

To Play:

1. Insert Paradise CD1 into your CD- or DVD-ROM drive and click the Play button on the startup screen to start Paradise; or
2. Click on Start menu, then click Programs, Ubisoft, White Birds Productions, and then Paradise. Click the Paradise menu item to begin the game.

Uninstalling Paradise

To uninstall, click on the Start menu, then click Programs, Ubisoft, White Birds Productions, and the Uninstall Paradise menu item. Follow the on-screen instructions to remove the game. You may also need to delete the game directory on your hard drive to completely remove all files.



INTRODUCTION

Letter from B. Sokal

When I was young, I was living in Belgium and, at this time, we kids were all told stories about fabulous Africa, namely the "wild" Congo. When I became an adult, this fascination for Africa remained the same. To me, it is still one of the very few places in the world that has true mystery. Strangely, it took me a long while before I started to think of Africa as a potential setting for a video game. This is probably because, of all the imaginary places that I am inventing, this one was the closest to a personal reality. I hope that the players will enjoy this trip in Maurania as much as I had pleasure in creating it.



About Maurania

For the intrepid traveler adventuring across Africa in the last century, Maurania was, without any doubt, closest to our vision of the quintessential paradise. Today, despite the turbulence of its development, this country is still, in many ways, a preserved sanctuary. But for how much longer? The news out of Maurania is not very good...

Maurania has always been an unsteady yet desirable country. Northern neighbors are sensing the weakness of King Rodon. Allied with some rebel factions, they've undertaken a progressive invasion of the country: Some border towns may already be under their control. Some say that even the international airport is already in their hands...

Useful Information

From the Maurania Tourist Board...

Visa

A special visa is required to enter Mauranian land. Please request your visa at least six months before your visit.

Life Insurance

It is obligatory to take out a comprehensive life insurance policy before entering Mauranian land. The Mauranian government shall not be held responsible for any accident that may occur in its territory.

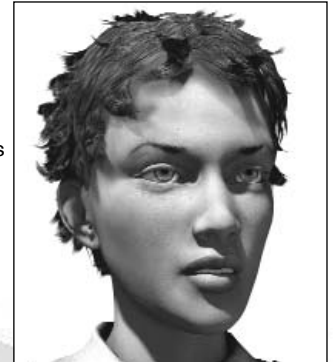
Curfew

Visitors are asked to return to their hotels each night before 9:30 p.m. and to respect the curfew. Dispensations may be issued for safari trips to the Mauranian jungle.

CHARACTERS

Ann Smith

She is the daughter of Rodon. When Ann was only eight, her mother, running away from a husband she did not love anymore, took the child with her to Switzerland, where Ann grew up. She has not seen her father since then. Now she is 21 and a student in Geneva. She is contacted by the Ambassador of Maurania who tells her that her father is very ill and wants to see her before he dies. Ann decides to yield to her father's will, even though she thinks he has become a fierce dictator.



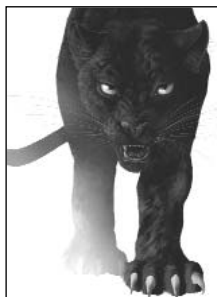
King Rodon

He was once the inspired leader of a nation, but today he is a neurotic despot whose authority rests on nothing more than fear and magic. Working-class Mauranians are superstitious people who are intimidated by the dictator's bizarre aura – a fact he profits from. He distrusts everything and everybody and rules over his country from a strange and monstrous ship, both palace and fortress. Tired, ill, and alone, he still believes he can pass power on to his daughter and that she will complete his unachieved work.



The Leopard

He is an old and solitary wildcat that age made cruel and mistrustful toward men. As the Prince says, "Those who sold it to me said he would be perfect for hunting the gazelles in the desert, but this leopard does not show any skill for long races in full daylight. It's a hunter of shadow and silence." When Ann sees the leopard caged in the Prince's gardens, she immediately feels they have met before...



ADVENTURING IN PARADISE

Controls

The controls in the game are exclusively limited to the mouse.

In Point-and-Click mode:

- Left-click is Go To, Action, etc., depending on the cursor (see the Interaction list on page 8).
- Right-click opens the inventory.

In Leopard Night mode:

- Left-click near the leopard + hold is Go To. (Think: invisible leash.)
- If you lose control of the leopard, you have to repeat this action.
- Right-click is Action, which can be Jump or Hit, depending on where you are in gameplay.

Main Menu

New Game

A dialog box appears and asks you to enter a username. This allows you to customize your saved games, which is handy if multiple people in your household are playing the game. When you play for the first time, an opening movie begins your game; this can be replayed from the Cinematic Viewer section of the Main Menu.



Load a Game

Each saved game, illustrated by a screenshot, is stamped with the date and the hour it was made. To resume a saved game, left-click on its picture of where you left off and click on the OK button next to the images.

Delete Profile

This section allows you to delete your profile. This can be done by choosing the profile you wish to delete and selecting Yes in the confirmation box that appears.

Options

This menu allows you to tune the different graphical, sound, and subtitle options of the game to your personal preferences.

Cinematic Viewer

This menu allows you to watch any movies that you have previously seen in-game. You can revisit this section as often as you like to watch these entertaining cut-scenes.

Credits

See who created this beautiful game.

Quit

Exits the game and takes you back to the Windows desktop. Any unsaved progress in game will be lost if not saved.

Options Menu

Subtitles

Subtitles on or off.

Subtitle Color

Choose the colors of the subtitles.



Antialiasing

This option softens the characters' edges to make them more graphically refined. Most of the current video cards do it automatically. If game performance is not optimal, deactivating this option is recommended. The game must be restarted for changes to take effect.

Shadows

Allows you to choose between very detailed real-time rendered shadows, or less realistic, but faster, software-rendered shadows. The software-rendered shadow option is recommended for lower performance computers.

Music Volume

This option allows you to adjust the music volume.

Sound Volume

This option allows you to adjust the volume level of ambient sounds and voices.

Color Depth

This option allows you to adjust the graphic quality of the game according to your video card. In 32-bit mode, the game offers the maximum available colors and thus the best display. The 16-bit mode allows a performance gain but offers fewer colors. The 16-bit mode is recommended for lower performance computers. The game must be restarted for any changes to take effect.

Moving

To move in Paradise or to operate things, use the left mouse button. One click makes the character walk in the chosen direction. Double-clicking causes the character to run.

Interaction

Interaction with the environment is simple: just left-click at the place you want to reach or on the object you want to take/use. Different kinds of interactions are defined by the shape of the cursor.



Go Here = within a room



Go There = to change to a new room



Perform Action = e.g., opening a door



Speak



Take = put an item in your inventory



Zoom

Dialogue System

To speak with NPCs (non-player characters) you must click on them with the left mouse button.



This cursor is displayed when you can speak with a character. A window will appear proposing keywords of topics you can ask about. Left-clicking on a keyword launches into the dialogue.



The dialogue system in Paradise measures how much sympathy an NPC has for Ann Smith. Thus, certain keywords will cause either anger or joy. If Ann Smith's respondent feels upset, he or she will refuse to continue the conversation. In this case there will be two solutions: either find a way to regain sympathy or wait for a few minutes for this character to be in a better mood.

Some characters will be immediately hostile; others, on the contrary, will immediately feel sympathy.



Leopard Controls

The leopard is a wild animal and requires a delicate touch. The leopard control interface is illustrated by a 3D cursor whose color changes according to the available actions. If the cursor is gray, the leopard is



waiting; when you hold down the left mouse button, the 3D cursor will turn green and the leopard will follow your mouse cursor.



Finally, a blue cursor means that you can perform a specific action, like jumping or hitting.

Note: Certain external elements will distract the leopard; don't be surprised if you lose control when he runs after prey. To understand the way this interface works, you have to imagine that the cursor is linked to the leopard by an invisible leash.

Inventory

To carry your adventure through you'll have to collect objects and use them appropriately. These objects will automatically be stored in your inventory when you left-click on them in the game. Right-click to open and close your inventory. Left-click on the object you want to take from the inventory and use. The chosen object then appears in the lower left corner of the screen, indicating you have it in hand. To exit your inventory without taking any object, you only have to right-click again to cancel.



 To use an object, left-click on the area or the character on which you want to use the object after choosing it. If the object cannot be used in that instance, an icon appears indicating so.

 If you left-click on a document, it will be shown in full screen. To exit back to your inventory, just left-click on this icon

During your adventure you will be able to merge some objects to make a new one. To do so you just have to left-click on one object, then drag and drop it onto the object you want to merge it with (keep the mouse button pressed).

Ann Smith's Book

After you speak with Aicha, you will see an icon of Ann Smith's book in your inventory. To open it, simply left-click on it. Ann Smith's book holds precious information that will help you to get out of difficulties. Do not hesitate to reference it often.



In-Game Menu

Save Game

Paradise saves are created by you, whenever you wish. Right-click to open your Inventory, then left-click Menu to select the In-Game menu, where the save game feature resides. Each saved game, illustrated by a screenshot, is marked with the date and time. To save a game, click with the left mouse button on the box entitled Create a New Saved Game, or over one you've already used (you'll be prompted with a message that your previous save will be overwritten with the new data).



Load Game

To resume a saved game, left-click on its picture of where you left off and click on the OK button next to the images.

Options

This menu allows you to tune the different graphical, sound, and subtitle options of the game to your personal preferences. Please refer to page 7 of the manual for more information on this menu.

Quit Game

This button quits your current game and returns you to your desktop. Be sure to save your current progress before you quit.

Main Menu

This button quits your current game and returns you to the Main Menu. Be sure to save your current progress before you quit.

Back

This button returns you to the game.



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Thanks,
The Ubisoft Team

Paradise™
Proof-of-Purchase



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